

Claims

1-37. (previously canceled)

38. (previously amended) A client computer capable of communicating with an application program executing on a server computer via a wireless data communication network, comprising:
first computer-executable program code capable of bootstrapping a session with the server computer by transmitting the client computer's state information to said server computer via said wireless data communication network, and
if the client computer has a prior session with the server computer, then, obtaining information regarding the prior session and then bootstrapping itself to its prior session state and reestablishing the prior session;
second computer-executable program code capable of receiving a list of one or more application programs executing on the server computer;
an input device capable of receiving a user's input to be transmitted to one of the application programs executing on the server computer; and
a data communications device capable of receiving one or more drawing primitives from the server computer, said one or more drawing primitives being capable of rendering a graphical image.

39. (original) The client computer of claim 38, further comprising
a graphics subsystem capable of displaying a graphic based on the one or more drawing primitives received from the server computer.

40. (original) The client computer of claim 38,
wherein the one or more application programs includes an E-mail program, a tax program, a financial program, or a browser program or an application that is emulated or executes in an emulated execution environment.

41. (previously presented) A client-server computing system to enable exporting a display of a server-executed application program over a wireless data communications network, the method comprising the following steps executed by the server computer:
launching one or more application programs on the server computer, each said application program generating a graphics display that could be displayed on a remote client device;
sending drawing primitives for the server-generated graphics display to the remote client device;
storing, in the server computer, state information for a session established with the remote client device; and
if the remote client device is disconnected, accepting a reconnection request from the remote client device, sending to the client device information regarding a prior session, if any, and restoring a prior session with the remote client device by bootstrapping itself to its prior session state, wherein the display state of the client device is restored after reconnection.

42. (original) The server computer of claim 41,
wherein the one or more application programs includes an E-mail program, a tax
program, a financial program, or a browser program or an application that is
emulated or executes in an emulated execution environment.